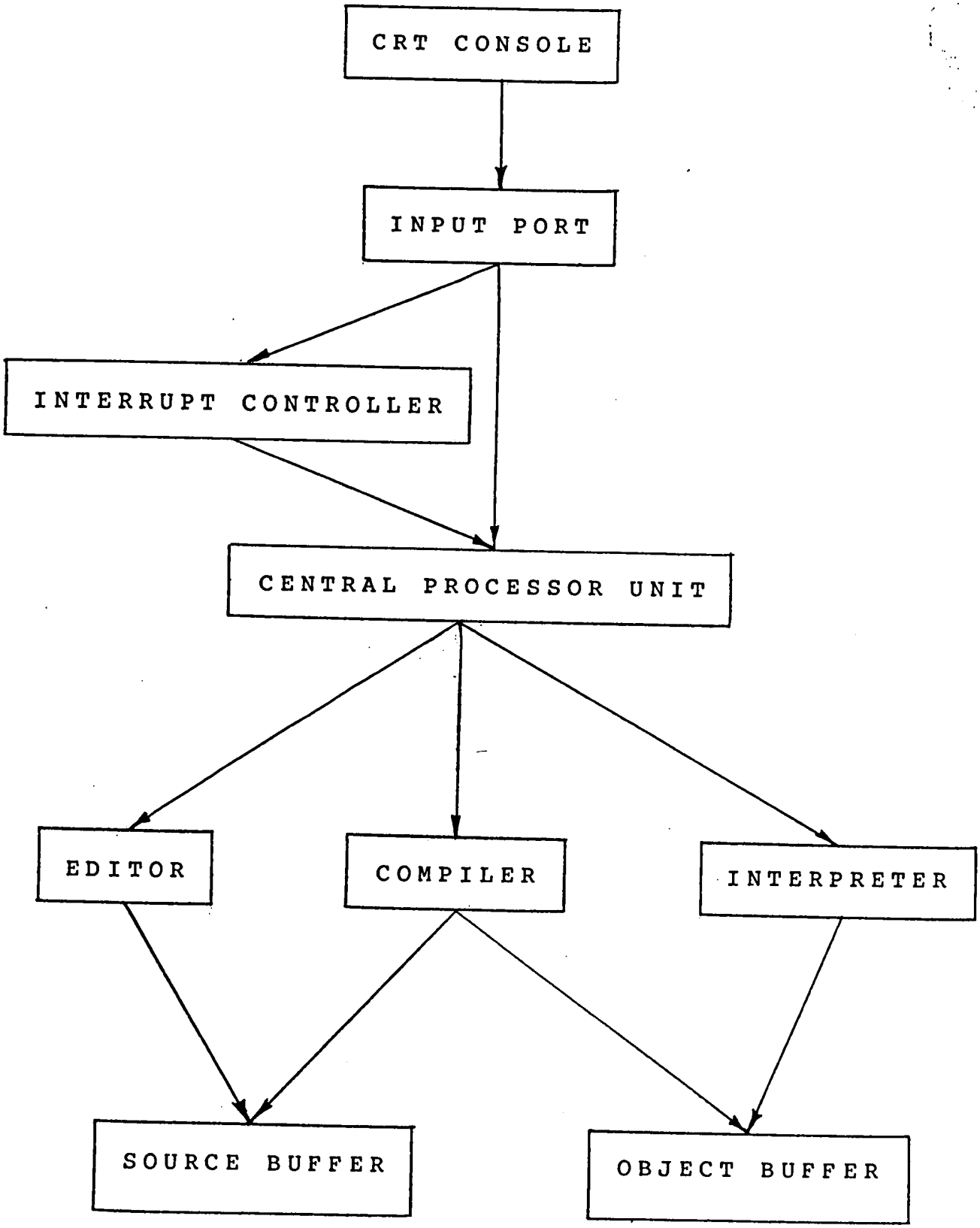
FIG. 1


CRT CONSOLE
INPUT PORT
INTERRUPT CONTROLLER
CENTRAL PROCESSOR UNIT
EDITOR
COMPILER
INTERPRETER
SOURCE BUFFER
OBJECT BUFFER

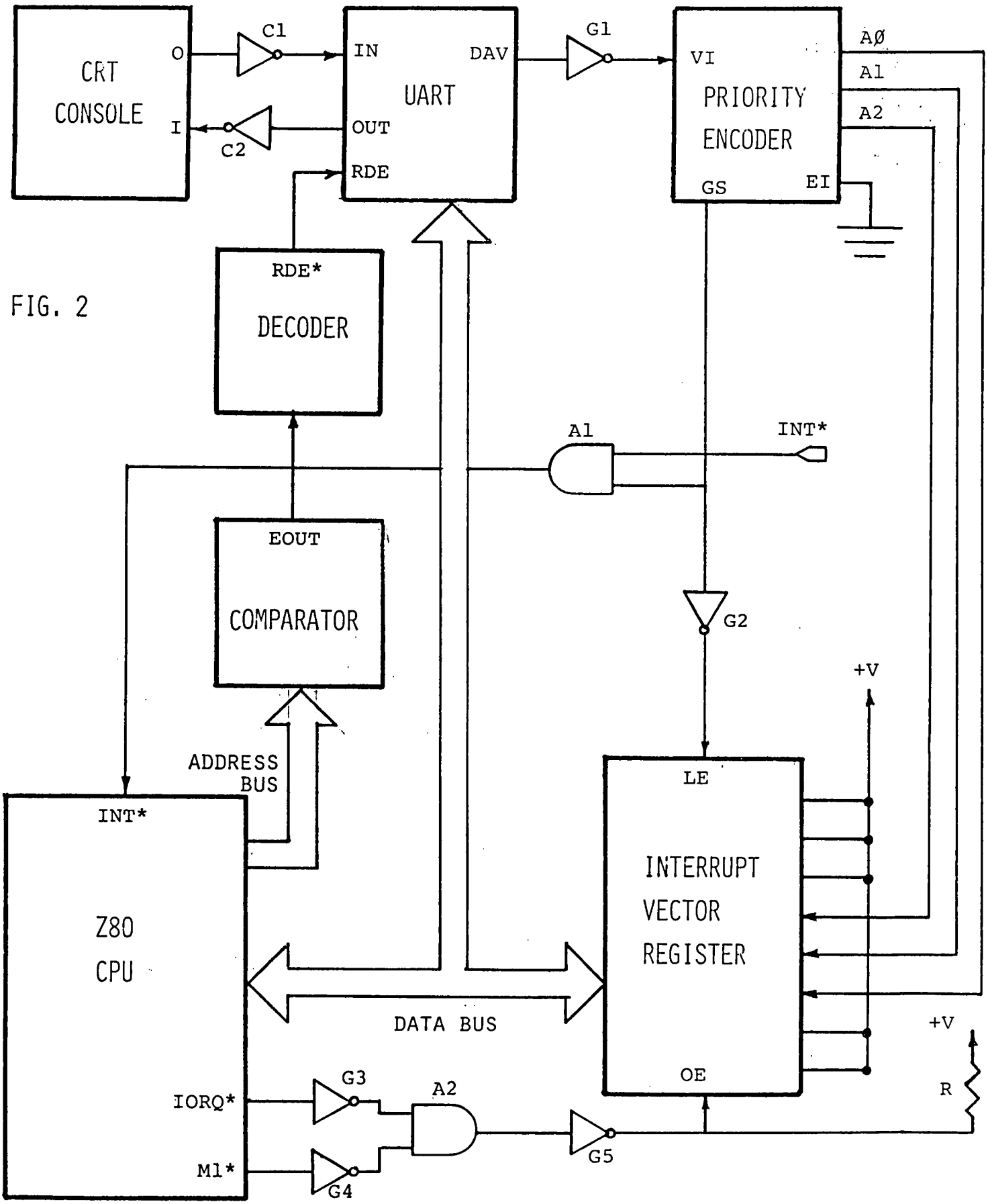

CRT
CONSOLE
O
I
C1
C2
IN
OUT
RDE
UART
DAV
G1
VI
PRIORITY
ENCODER
GS
EI
AØ
A1
A2
RDE*
DECODER
A1
INT*
EOUT
COMPARATOR
G2
+V
ADDRESS
BUS
INT*
Z80
CPU
LE
INTERRUPT
VECTOR
REGISTER
DATA BUS
OE
+V
R
G3
A2
IORQ*
M1*
G4
G5

FIG. 2

FIG. 3

SYSTEM

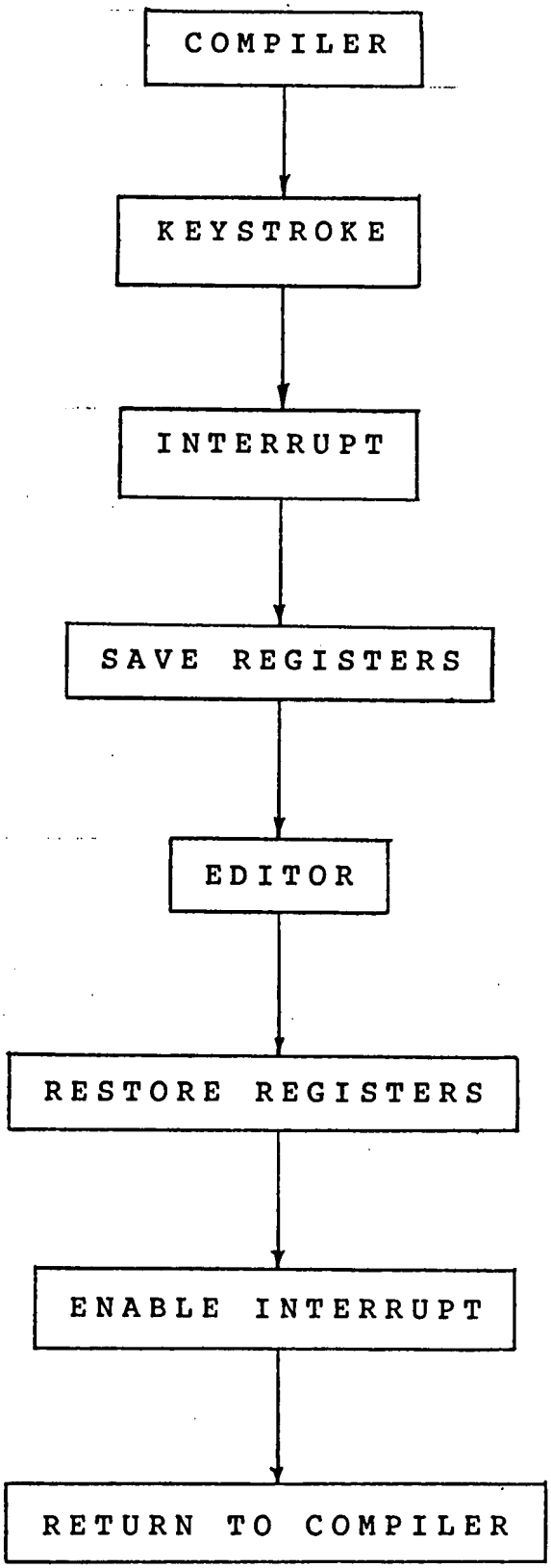

COMPILER
KEYSTROKE
INTERRUPT
SAVE REGISTERS
EDITOR
RESTORE REGISTERS
ENABLE INTERRUPT
RETURN TO COMPILER

FIG. 4

COMPILER

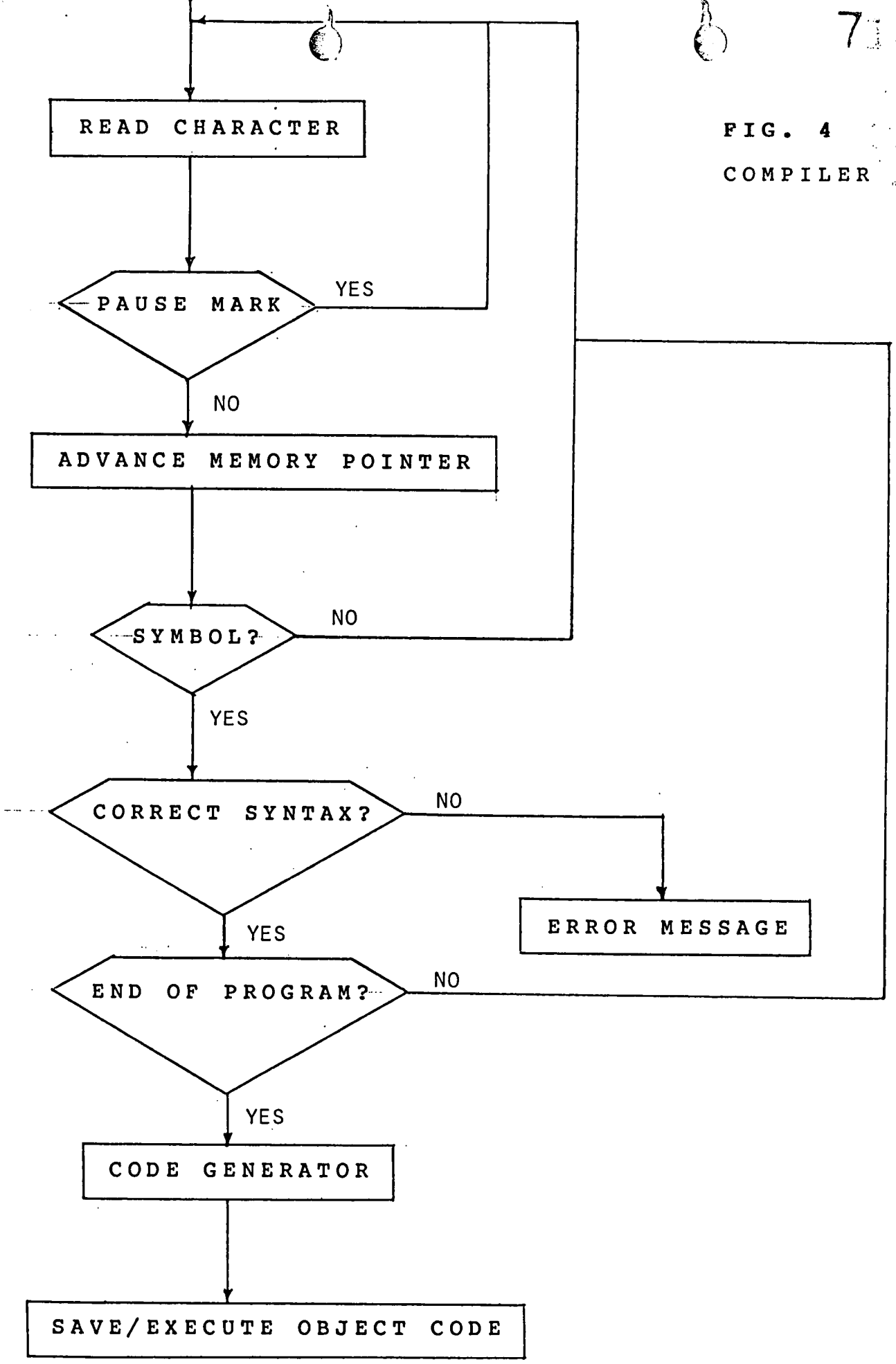


FIG. 5

EDITOR

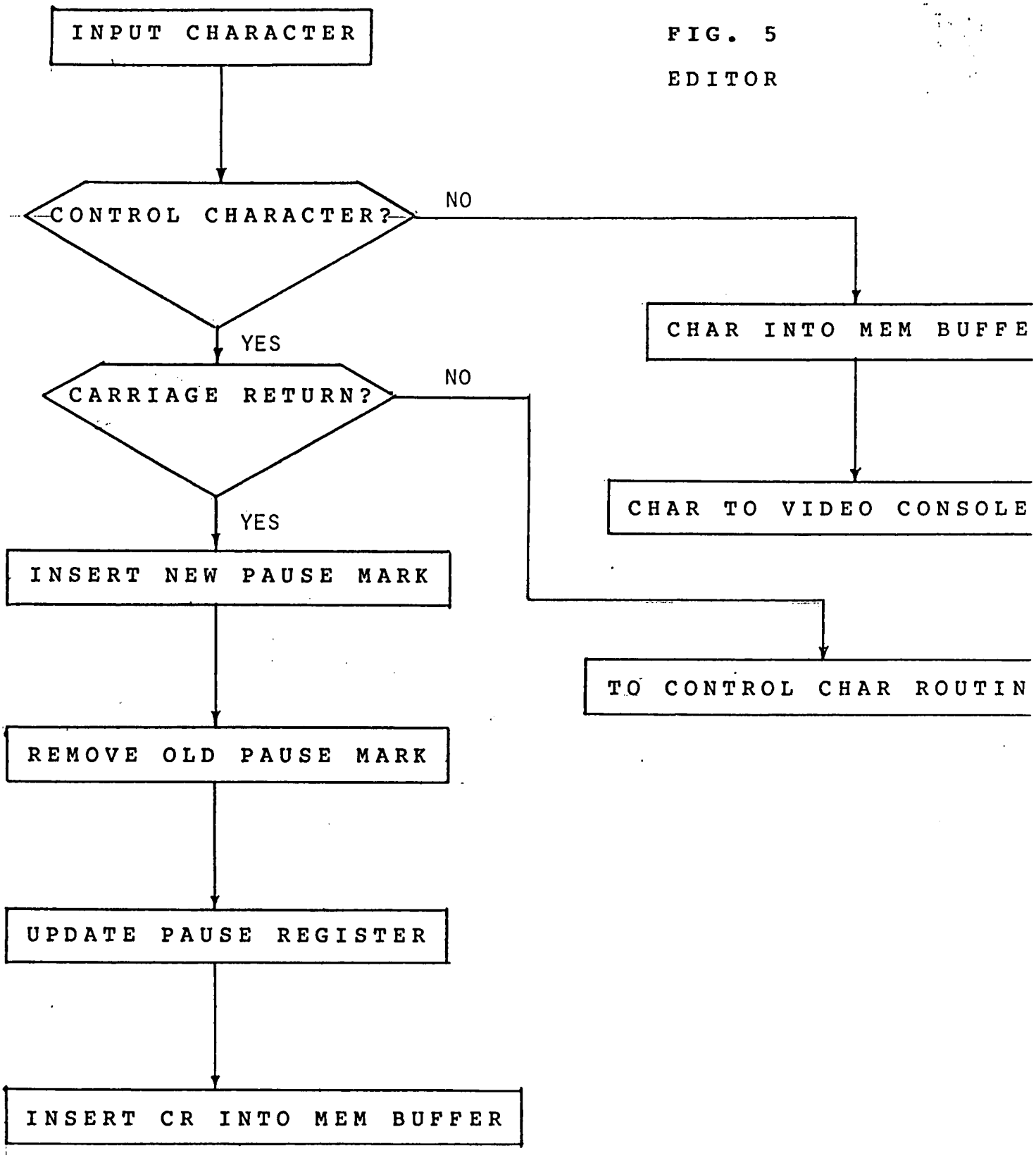
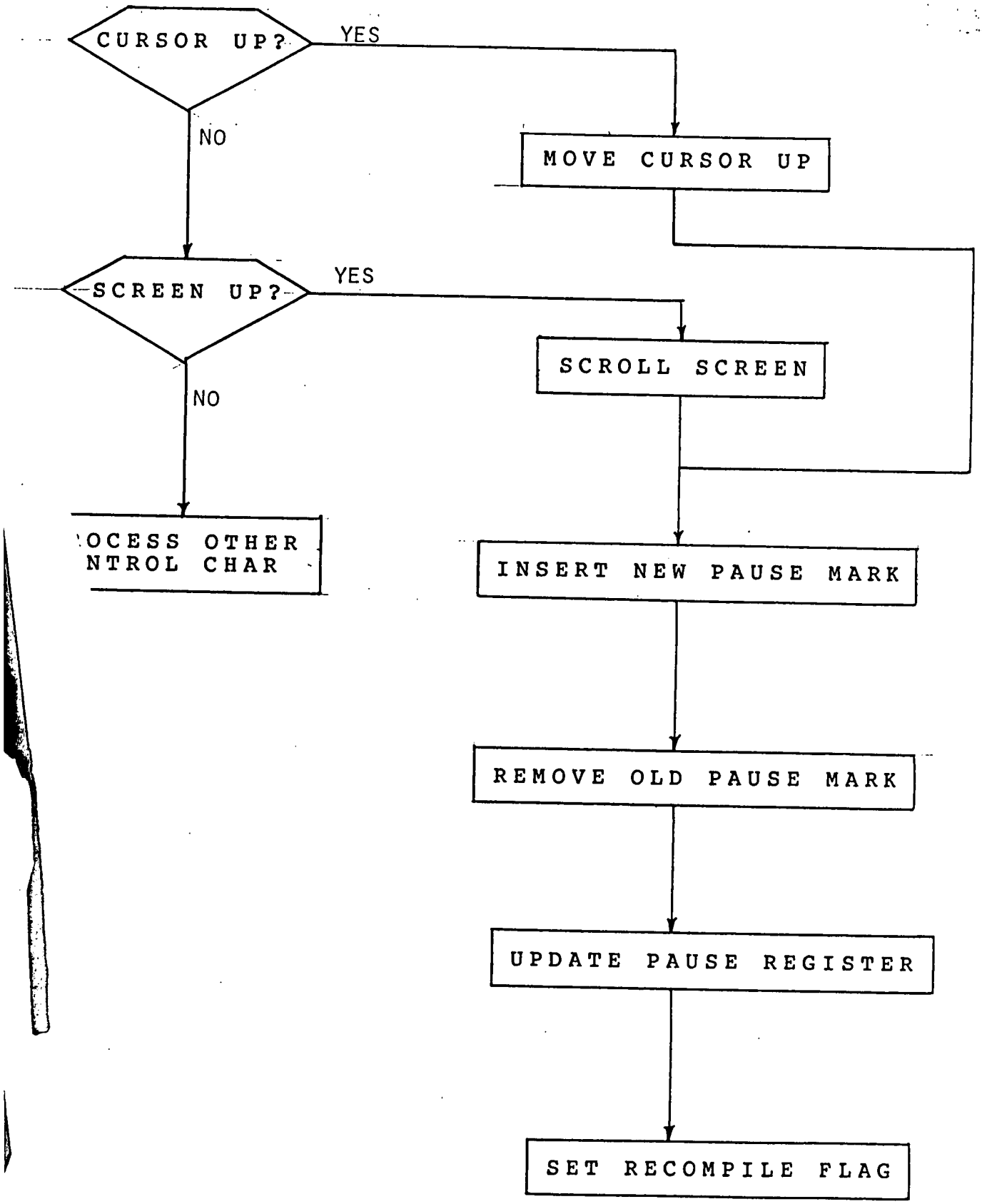

INPUT CHARACTER
CONTROL CHARACTER?
NO
YES
CHAR INTO MEM BUFFE
CARRIAGE RETURN?
NO
YES
CHAR TO VIDEO CONSOLE
INSERT NEW PAUSE MARK
TO CONTROL CHAR ROUTIN
REMOVE OLD PAUSE MARK
UPDATE PAUSE REGISTER
INSERT CR INTO MEM BUFFER

FIG. 6


CONTROL CHAR
CURSOR UP?
YES
NO
MOVE CURSOR UP
SCREEN UP?
YES
NO
SCROLL SCREEN
OCESS OTHER
NTROL CHAR
INSERT NEW PAUSE MARK
REMOVE OLD PAUSE MARK
UPDATE PAUSE REGISTER
SET RECOMPILE FLAG